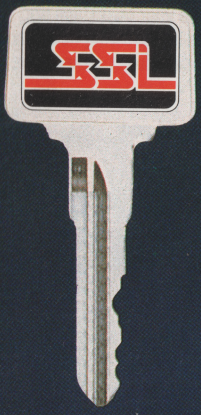
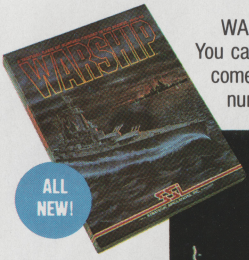


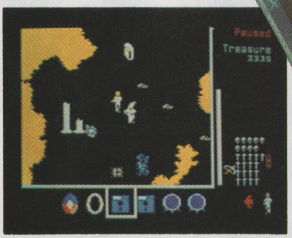
Unlock
your imagination
with games
from
Strategic
Simulations,
Inc.

FALL '86/WINTER '87 CATALOG



APPLE & C-64 (now)
ATARI (November)
Advanced.

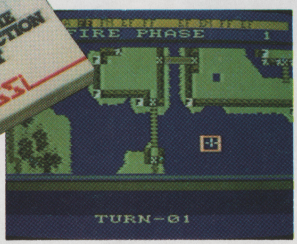
WARSHIP™ is the definitive game of surface naval warfare in the Pacific from 1941-45. You can choose from 79 classes of ships from the Allied and Japanese fleet. Each ship comes historically rated for: number, size and turret armor of main and secondary guns; number and type of torpedo mounts; maximum speed; radar; flotation; belt armor; deck armor; and earliest year of availability. You set the course and speed, fire torpedoes, and choose "Ship" or "Division"command mode. During combat, the computer calculates the damage caused by every single shell hit! Flooding, fire, and damage to the bridge, rudder, engines, radar and electrical systems are all part of the game. Collisions and visibility are also taken into account. You can even create your own ships and scenarios by modifying ship data and drawing new maps. During solitaire, the computer can direct either side. By Gary Grisby.



C-64 (now)
APPLE (November)
Introductory.

In GEMSTONE WARRIOR™, you braved the horrors of the Netherworld and successfully recovered the magical Gemstone stolen by the followers of evil. In GEMSTONE HEALER™, you discover that the Gemstone has lost its powers because the Five Pieces that make up the Gemstone have been damaged. According to the Keeper, you must return to the Demons' lair, locate the Healing Tools and heal each part. Only then can you fuse the Pieces into a complete, working Gemstone. Be forewarned that you exercise the greatest care, for one wrong move in healing the Gemstone can have catastrophic consequences!

Athough GEMSTONE HEALER is a sequel to our highly acclaimed, award-winning GEMSTONE WARRIOR, it is a complete game unto itself. Anyone can learn to play this game quickly and enjoy it. By Peter Lount, Trouba Gossen, and Kevin Pickell. **Note: APPLE disk is 64K.**



ATARI (October)
C-64 (November)
Introductory.

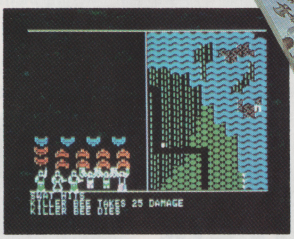
Have you ever dreamed of designing your own wargames or creating your own battle-maps, troops and scenarios unfettered by the constraints of time and reality? Now you can with WARGAME CONSTRUCTION SET™. As the name implies, this unique simulation lets you design and play a nearly limitless number of wargames that are as simple or complex as you desire. Start by drawing your map; place roads, rivers, bridges, woods, buildings and mines in any arrangement and scale you like. Create your combatants by assigning different attributes such as unit type, weapon type and firepower, movement and strength points. Span history by fighting Ancient to modern wars, or suspend reality and engage in fantasy or science-fiction battles. If you don't want to make up your own scenarios, we've provided eight ready-to-play games (five solitaire, three 2-player). By Roger Damon.

Avail. December
Also APPLE.
Intermediate.

NORTH ATLANTIC '86™ is a massively-scaled land-sea-air simulation of a hypothetical Soviet-NATO confrontation. The scenario: The Soviet Union has won the war in Europe, with only Britain undefeated but isolated. As the Soviet aggressor, you can launch a paratrooper assault to take Iceland while simultaneously attacking NATO ships and bombing England's main base in Scapa Flow. As commander of NATO forces, you must attempt to hold Iceland against the Soviet onslaught. At the same time, England must be constantly supplied, which means the convoys must get through! This detailed game gives you the opportunity to use state-of-the-art missiles, fighters, bombers, carriers, destroyers and submarines, and combat is resolved down to the last fighter plane! A gigantic 232-turn campaign scenario, two mini games and a short campaign game are provided. By Gary Grigsby.

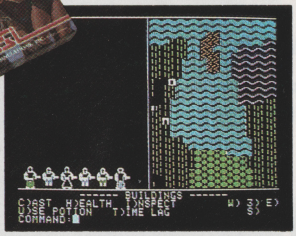
NEW CONVERSIONS

A multiple-character role-playing game, PHANTASIE™ transports you to the medieval isle of Gelnor for the adventure of your dreams. You command a group of one to six characters with such roles as monk, priest, wizard, ranger, thief, or fighter. Your companions need not be human; they may be gnomes, elves, orcs, or lizard men — just to name a few exotic races. With this motley crew, you search the lands for the Nine Rings to help you wipe out the scourge of Gelnor — the Dark Lord and his evil minions. You'll map out new terrain, explore maze-like dungeons, solve puzzles, learn spells, gain experience, and battle countless monsters. Beautiful Hi-Res color graphics and a spell-binding storyline suspend reality and launch you into our magical world. By Doug Wood.



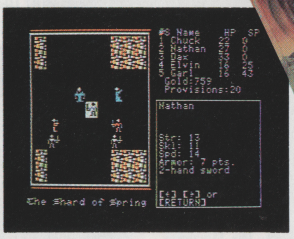
MAC (Nov.)
ATARI (Dec.)
IBM (Jan.) Also APPLE, C-64, ST.
Introductory.

Following in the footsteps of PHANTASIE™, one of SSI's most successful and popular games, is PHANTASIE II™, where a new adventure beckons. The Dark Lord Nickademus has cast a curse on a beautiful island and its people. Your mission is to remove this curse and save the island . . . no easy task since you have little to go on. All you know is that the curse is embodied in an evil orb. To find this orb, you can enlist the help of one to six characters (the same ones you used in Phantasie, or start anew with different ones). With your motley crew, you'll map out new terrain, explore dungeons, solve puzzles, learn spells, gain experience, and battle countless monsters. With all these magical distractions and obstructions, don't forget your primary goal: Locate the orb and find a way to destroy it! By Doug Wood.



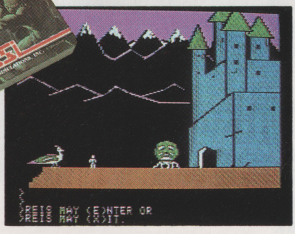
Avail. December
Also APPLE, C-64.
Introductory.

For centuries, while the rest of the land lay parched under the relentless sun or frozen by winter storms, the small island of Ymros enjoyed eternal springtime. The source of this miracle was the wondrous SHARD OF SPRING™, a fragment of the enchanted LifeStone. The peace of this blessed isle was shattered when the avaricious sorceress Siriadne stole the Shard. By threatening its destruction, Siriadne exacted a terrible ransom that plunged the people into abject poverty and hunger. Now, they beg you to gather five adventurers brave and resourceful enough to regain the Shard. Endow your characters with different combinations of speed, strength, intellect, endurance, and warrior/wizardry skills. Then guide them wisely through monster-filled dungeons and treacherous lands. By Craig Roth and David Stark. **Note: APPLE disk is 64K.**



Avail. January
Also APPLE, C-64.
Introductory.

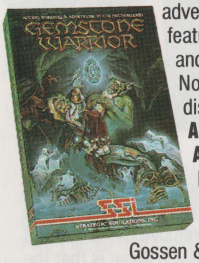
Zilfins were mighty wizards who created two magical rings which, worn together, endowed the wearer with supernatural powers. The fiendish Lord Dragos holds one of the rings and needs only its lost mate to attain invincibility. You are the only hope for thwarting this evil. Your wondrous journey to find and reunite the RINGS OF ZILFIN™ is conjured up with revolutionary graphics that offer unprecedented realism. The fully animated scrolling screen grants you step-by-step control as you cross the dangerous lands. You can defend against the tyrant's monstrous minions with arrows or swords. But your best weapon comes from developing your latent magical powers until you become Grand Master Wizard and can weave mighty spells. By Ali N. Atabek. This game includes graphics routines from Penguin Software™'s Graphics Magician®.



Avail. December
Also APPLE, C-64.
Introductory.

SSI CLASSICS

In their prime, the following games were recognized as some of our best titles.
We are now offering them at a special low price of $14.95.
If you are searching for unbeatable values in computer gaming, look no further than SSI Classics!

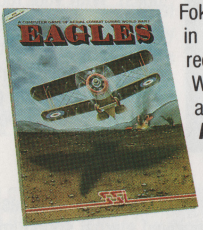


Descend into the Netherworld to recover the precious Gemstone in this adventure that features action and strategy. Note: APPLE disk is 64K.
APPLE, C-64, ATARI
Introductory.
By Peter Lount, Trouba Gossen & Kevin Pickell.

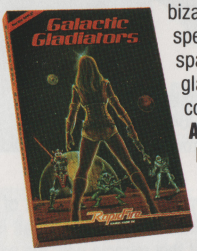
This chess-like tactical game of conquest through fortification and positioning is easy to learn yet difficult to master.
APPLE, ATARI, C-64
Introductory.
By Jim Templeman and Patty Denbrook.

Command Germany's deadly battleship and clear the Atlantic of British shipping. Or direct the British navy to hunt and destroy the Bismarck.
APPLE
Intermediate.
By John Lyon.

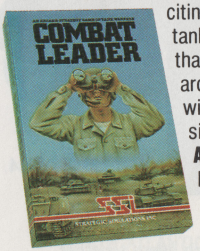
Fly through hyperspace as you engage in interstellar battles with alien starships from five Galactic Empires.
IBM
Intermediate.
By Paul Murray.



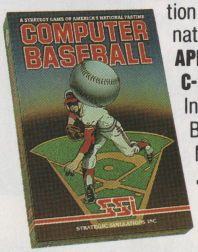
Fly such legendary biplanes as the Sopwith Camel or the Red Baron's Fokker Triplane in this glorious recreation of World War I aerial combat.
APPLE, ATARI, C-64
Introductory.
By Robert Raymond.



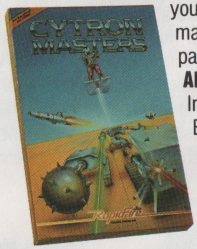
You are caught smack in the middle of a cosmic shootout among fourteen bizarre alien species. A real space-age gladiatorial confrontation!
APPLE, IBM
Introductory.
By Tom Reamy.



Be company commander, platoon leader, or squad leader in this exciting game of tank battles that combines arcade action with strategy simulation.
ATARI, C-64
Introductory.
By David Hille.



Create and manage any team you like in this superb strategy simulation of America's national sport!
APPLE, ATARI, C-64, IBM
Introductory.
By Charles Merrow & Jack Avery.



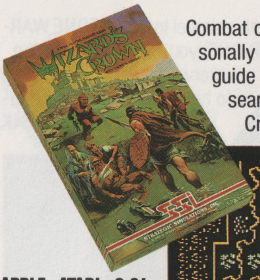
An army of mindless but deadly Cybernetic Electronic Devices is yours to command. Game paddles required.
APPLE, ATARI
Introductory.
By Dan Bunten.

We've tagged every one of our games as Advanced, Intermediate, or Introductory.

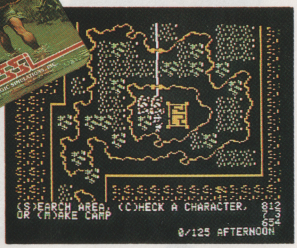
- ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this category is for you.
- INTERMEDIATE applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games. However, they are challenging and intriguing in their own right.
- INTRODUCTORY games are ones that everyone can enjoy. They aren't simplistic, just easy to learn and understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer format, please see pages 13 and 14. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

FANTASY



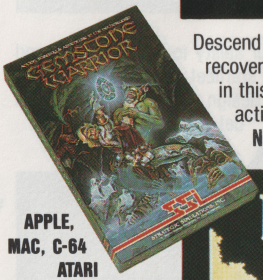
Combat options allow you to personally direct fighting as you guide eight adventurers in search of the lost Wizard's Crown.



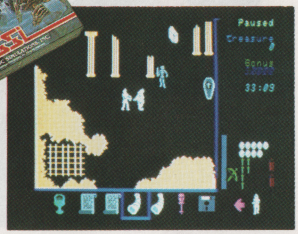
APPLE, ATARI, C-64
Introductory.
By Paul Murray & Keith Brors.

APPLE, ATARI, C-64
Introductory.
By Charles Dougherty.

Battle Mantor's legion of hideous monsters as you try to steal the Evil Book of Magic, thereby rendering the evil wizard powerless.

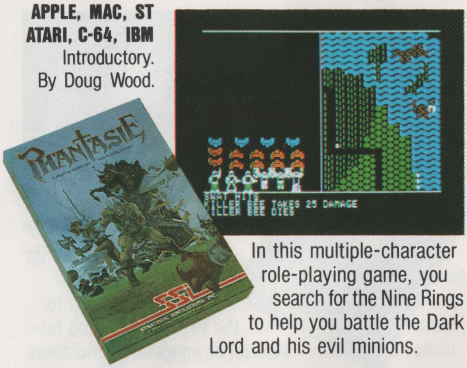


Descend into the Netherworld to recover the precious Gemstone in this adventure that features action and strategy.
Note: APPLE disk is 64K.



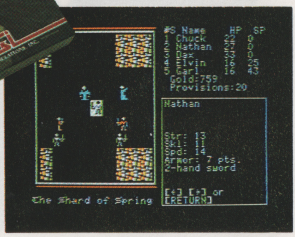
APPLE, MAC, C-64 ATARI
Introductory.
By Peter Lount, Trouba Gossen & Kevin Pickell.

APPLE, MAC, ST ATARI, C-64, IBM
Introductory.
By Doug Wood.



In this multiple-character role-playing game, you search for the Nine Rings to help you battle the Dark Lord and his evil minions.

Embark on a treacherous journey to regain the Shard of Spring, an enchanted stone that bestows eternal springtime.
Note: APPLE disk is 64K.

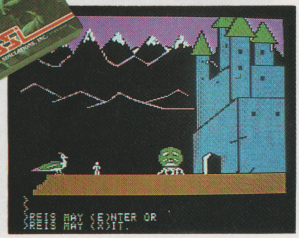


APPLE, C-64, IBM
Introductory.
By Craig Roth & David Stark.

APPLE, C-64, ST
Introductory.
By Doug Wood.

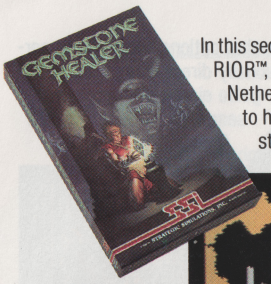
Locate and destroy the Dark Lord's evil orb in this new adventure that is the exciting sequel to SSI's best-selling fantasy game.

Reunite the two RINGS OF ZILFIN™ and gain ultimate power. Includes graphics routines from Penguin Software's Graphic Magician®.



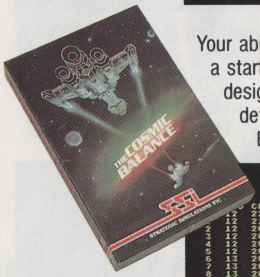
APPLE, C-64, IBM
Introductory.
By Ali N. Atabek.

FANTASY, SCIENCE FICTION, AND EDUCATIONAL ENTERTAINMENT

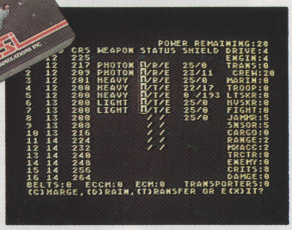


In this sequel to GEMSTONE WARRIOR™, you must return to the Netherworld and find the tools to heal the fragmented Gemstone. **Note: Apple disk is 64K.**

APPLE, C-64
Introductory.
By Peter Lount, Trouba Gossen, & Kevin Pickell.

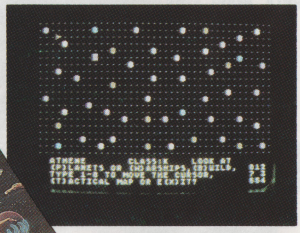


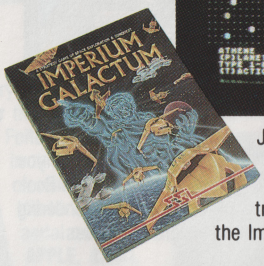
Your ability to not only command a starfleet in battle, but also to design and build starships, will determine THE COSMIC BALANCE™.



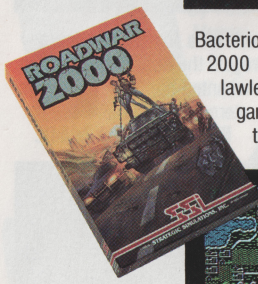
APPLE, ATARI, C-64
Introductory.
By Paul Murray.

APPLE, ATARI, C-64
Advanced.
By Paul Murray.

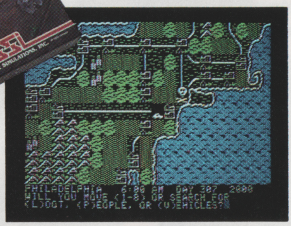




Just as Julius Caesar once forged the Roman Empire, you now struggle to control the stars and create the Imperium Galactum.

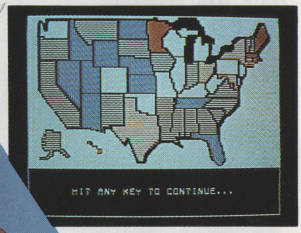


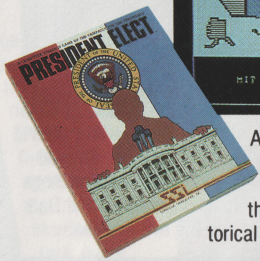
Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland. As a road gang leader, you seek 8 scientists who can develop a cure.



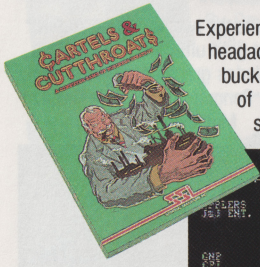
APPLE, C-64
Introductory.
By Jeff Johnson.

APPLE, C-64
Introductory.
By Nelson Hernandez, Sr.

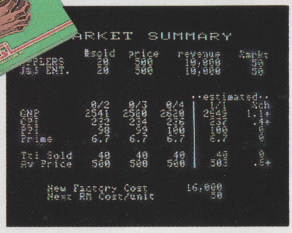




An educational game that lets you manage the 9-week campaign for the Presidency using historical or imaginary candidates.

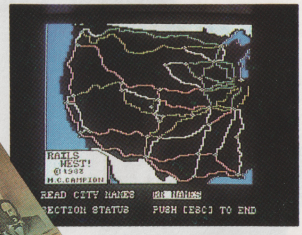


Experience the rewards and headaches of running a megabucks corporation in the jungle of Big Business. For up to six players.



APPLE, IBM, C-64
Introductory.
By Dan Bunten.

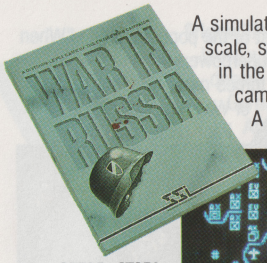
APPLE, ATARI, C-64
Intermediate.
By Martin Campion.



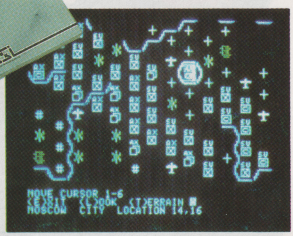
AWARD WINNER

"Family Computing" 1984 Best Financial Game: Wheel and deal your way into building the richest Transcontinental railroad of the 1870's.

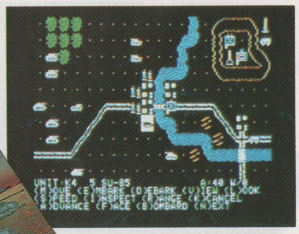
WARGAMES



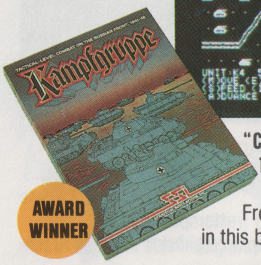
A simulation of truly monumental scale, so detailed every division in the entire 1941-44 Russian campaign is accounted for! A wargaming milestone!



APPLE, ATARI
Advanced.
By Gary Grigsby.

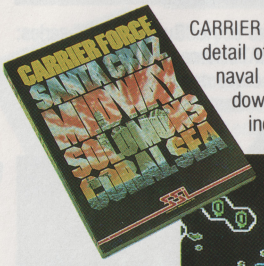


APPLE, ATARI, C-64
Advanced.
By Gary Grigsby.



AWARD WINNER

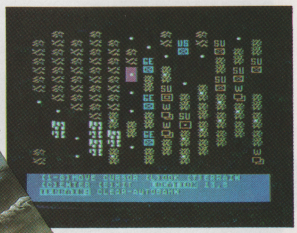
"Computer Gaming World" 1985 Best Game: All weapons used on the Russian Front (1941-45) are rated in this best-selling tactical game.

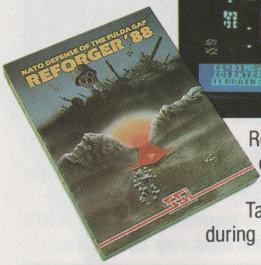


CARRIER FORCE™ simulates every detail of four major U.S.-Japan naval battles in the Pacific, down to each warship and individual plane!

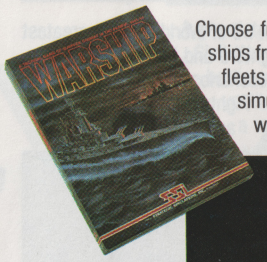
APPLE, ATARI, C-64
Advanced.
By Gary Grigsby.

APPLE, ATARI
Advanced.
By Gary Grigsby.

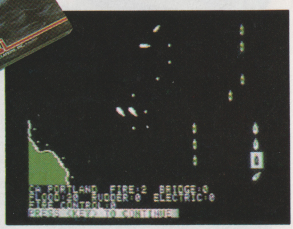




Reforger: NATO's annual exercise assumes a Soviet strike into W. Germany. Take charge in this game during the Fulda Gap invasion.

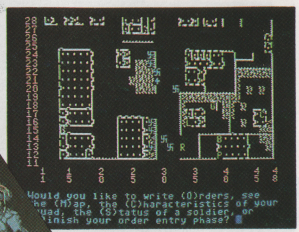


Choose from 79 classes of warships from the Allied & Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.



APPLE, ATARI, C-64
Advanced.
By Gary Grigsby.

APPLE, ATARI, C-64
Advanced.
By Ed Williger & Larry Strawser.

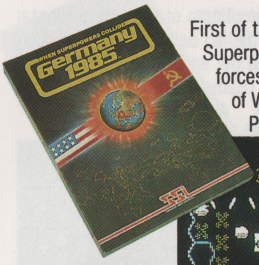


Command ten Germans or ten GI's in super-realistic man-to-man combat. New, improved edition is 40x faster than before!

Every squadron is rated and losses recorded in individual planes and pilots in this superb strategic-level simulation of the Battle of Britain.

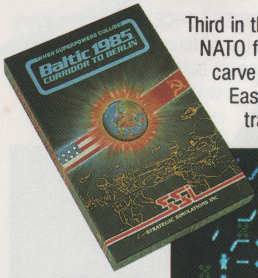
APPLE, C-64
Advanced.
By Charles Merrow & Jack Avery.

WARGAMES

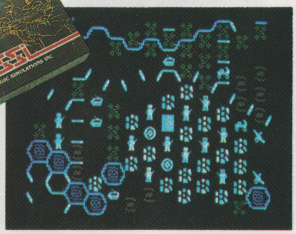


First of the popular series: "When Superpowers Collide." NATO forces must repel an invasion of West Germany by Warsaw Pact battalions.

APPLE, C-64
Advanced.
By Roger Keating.

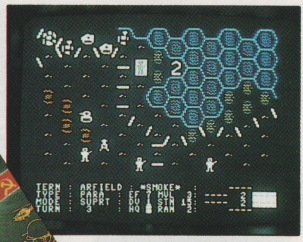


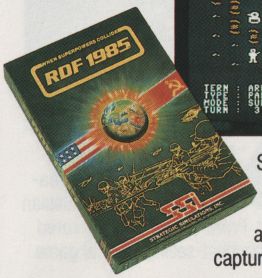
Third in the "Superpowers" series: NATO forces must literally carve open a corridor across East Germany to rescue its trapped troops in Berlin.



APPLE, C-64
Advanced.
By Roger Keating.

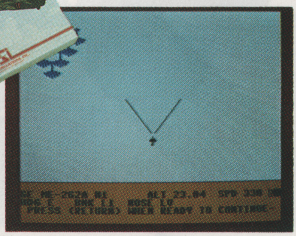
APPLE, C-64
Advanced.
By Roger Keating.





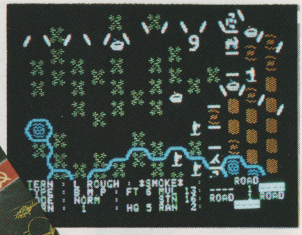
Second in the "Superpowers" series: The U.S. Rapid Deployment Force attempts to take Soviet-captured oilfields in Saudi Arabia.

Pilot 36 of World War II's greatest fighters and bombers in four scenarios: V-1 Intercept, Night Fighter, Bomber Intercept, and Dogfight.

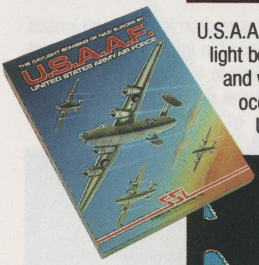


C-64
Advanced.
By Charles Merrow & Jack Avery.

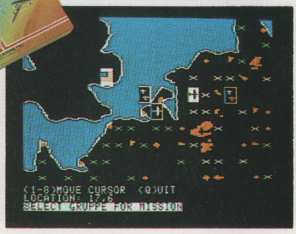
APPLE, C-64
Advanced.
By Roger Keating.



Last in the "Superpowers" series: With Soviet armor frozen solid, guerrilla counterattacks by NATO's ski troops may save Norway.

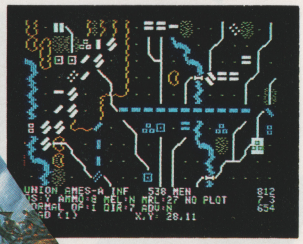


U.S.A.A.F.™ simulates the daylight bombing of industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Army Air Force.



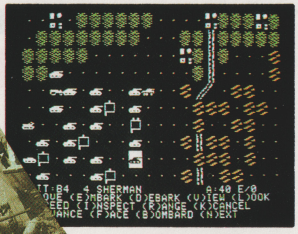
APPLE, ATARI, C-64
Advanced.
By Gary Grigsby.

APPLE, ATARI, C-64, IBM
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



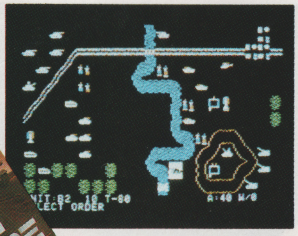
This decisive confrontation is recreated in consummate detail and accuracy using a refined ANTIETAM system. **Note: APPLE disk is 64K.**

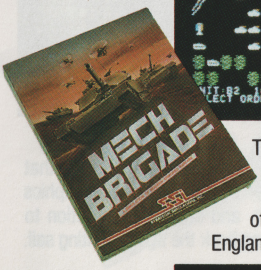
APPLE, C-64
Advanced.
By Gary Grigsby.



KAMPFGRUPPE™ was the definitive simulation of Russian Front armored warfare; BATTLEGROUP is the ultimate Western Front game.

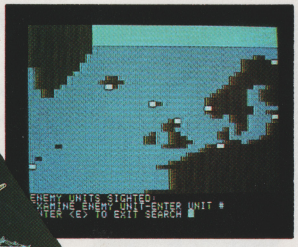
APPLE, ATARI, C-64
Advanced.
By Gary Grigsby.

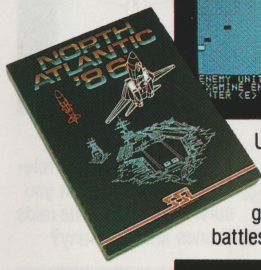




The final word on armored warfare of the 1990's: Almost all weapon types of the U.S., W. Germany, England and Russia are included.

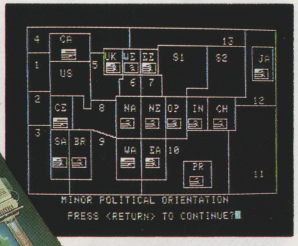
APPLE, MAC
Intermediate.
By Gary Grigsby.





Unleash state-of-the-art missiles, fighters, bombers and warships in this game of NATO-Soviet battles in the North Atlantic.

APPLE, C-64
Intermediate.
By Bruce Ketchledge.

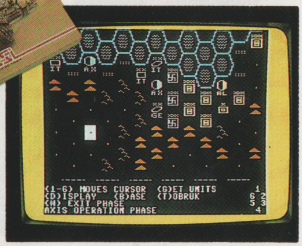


AWARD WINNER

"Family Computing" 1984 Best Political Game: Outwit the computer in a political, economic, and military struggle for world dominance.

Origins 1983 Best Computer Game: Joust with blazing tanks across desert sands as Britain and Germany clash in the North Africa Campaign, 1941-42.

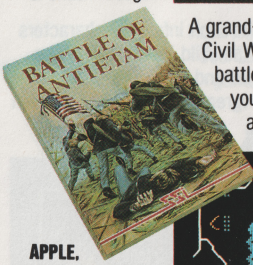
AWARD WINNER



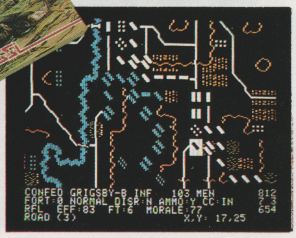
APPLE, IBM, ATARI, C-64
Intermediate.
By Tactical Design Group.

Can you turn Montgomery's disastrous failure during the drive to Arnhem into a resounding success? This game is real enough for you to find out.

APPLE, ATARI, C-64, IBM
Contains Adv. & Intermed. games.
By David Landrey & Chuck Kroegel.

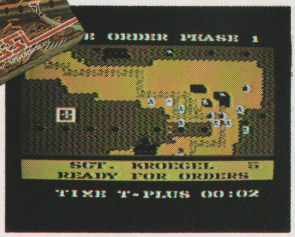


A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!



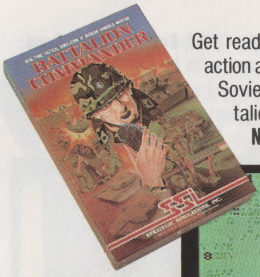
APPLE, ATARI, C-64, IBM
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.

Assume command of Easy Company of the First Infantry Division and retrace eight of their historical battles across North Africa and Europe.

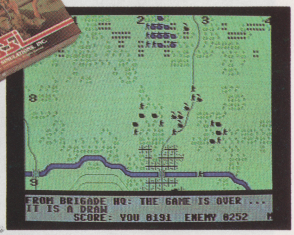


APPLE, ATARI, C-64
Intermediate.
By Roger Damon.

WARGAMES



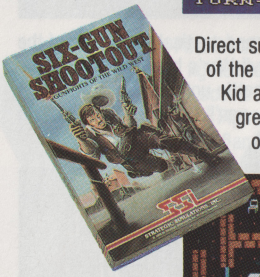
Get ready for intense, real-time action as you direct a modern U.S., Soviet or Chinese armored battalion against the computer. **Note: APPLE disk is 64K.**



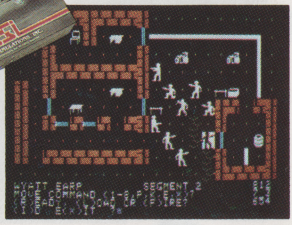
APPLE, ATARI, C-64
Introductory.
By David Hille.

Command a regiment of panzer grenadiers, Hitler's elite armored infantry against computer-directed Russian forces on the Eastern Front!

APPLE, ATARI, C-64
Introductory.
By Roger Damon.

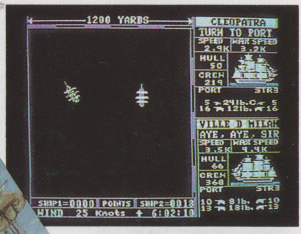


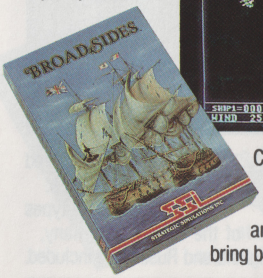
Direct such infamous characters of the Wild West as Billy the Kid and Wyatt Earp in the greatest gunfights ever seen on a screen!



APPLE, ATARI, C-64
Introductory.
By Jeff Johnson.

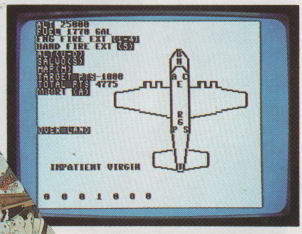
APPLE, ATARI, C-64
Introductory.
By Wayne Garris.

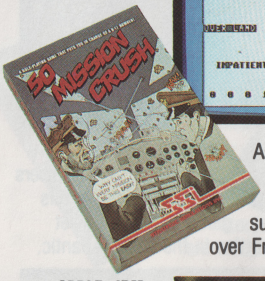




Captain an 18th-century warship in this game that uses arcade-like graphics and strategy simulation to bring back the age of fighting sail.

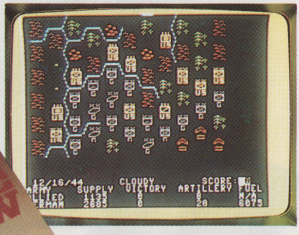
APPLE, ATARI, C-64, IBM
Introductory.
By John Gray.

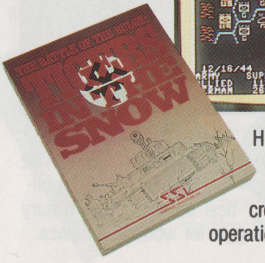




As the pilot of a WWII B-17 bomber in this role-playing game, can you survive 50 dangerous raids over France and Germany?

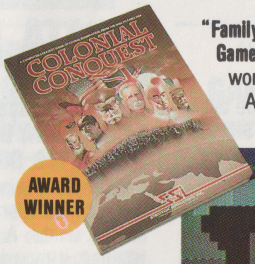
APPLE, IBM, ATARI, C-64
Introductory.
By Tactical Design Group.



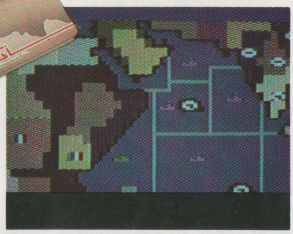


Hitler's final desperate assault that was the Battle of the Bulge is re-created in this easy-to-play, operational-level simulation.

WARGAMES AND SPORTS



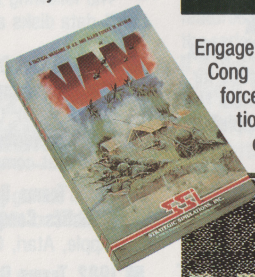
"Family Computing" 1985 Best Game of the Year. Fight for world domination during the Age of Imperialism. **Note: APPLE disk is 64K.**



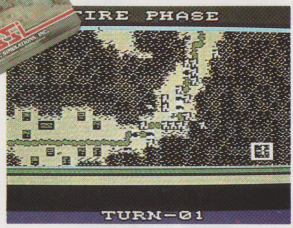
APPLE, ATARI, C-64
Introductory.
By Dan Cermak.

ATARI, C-64
Introductory.
By Roger Damon.

Play games that you design! Create your own maps, troops and weapons and fight battles that span military history!

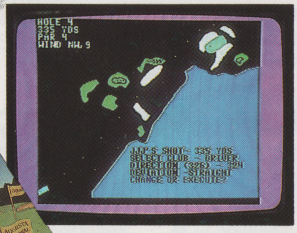


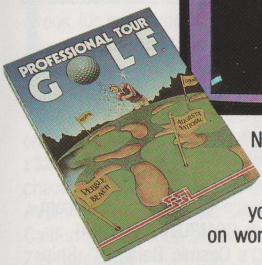
Engage computer-controlled Viet Cong and North Vietnamese forces in six historical operations during America's most controversial "police action."



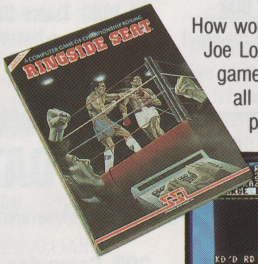
APPLE, ATARI, C-64
Introductory.
By Roger Damon & Jeff Johnson.

APPLE, C-64
Introductory.
By Henry Richbourg.

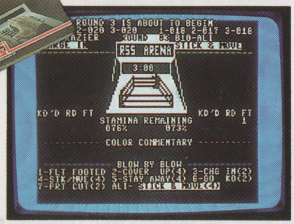




Never has golf been so realistically simulated as in this game that lets you tee off against Masters on world-famous courses.

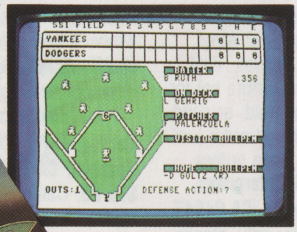


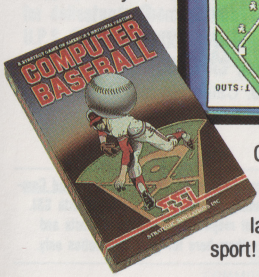
How would Ali have done against Joe Louis? Find out with this game that lets you manage all the famous boxers of the past and present.



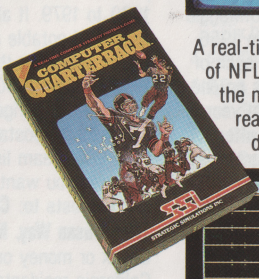
APPLE, C-64
Introductory.
By Carl Saracini.

APPLE, MAC, ATARI, C-64, AMIGA, IBM
Introductory.
By Charles Merrow & Jack Avery.

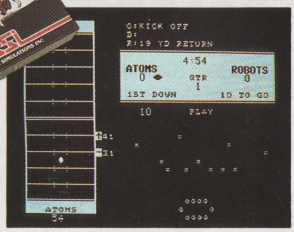




Create and manage any team you like in this superb strategy simulation of America's national sport!



A real-time strategy simulation of NFL football that is probably the most sophisticated and realistic around. Game paddles required.



APPLE, ATARI, C-64
Introductory.
By Dan Bunten.

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ATARI:
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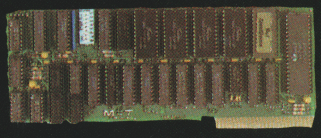

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